

# How To Play Ernie's Magic Shapes



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## Object of the Activity

Match the colored shapes that appear above Ernie's head with the shapes that appear on the table.

- If you make a correct match and complete the figure, Ernie's bunny will hop and dance. Then a new shape or figure will appear above his head.
- If you make an incorrect match, Ernie will nod his head "no". Think about the shape and try again.

## IBM, Tandy and Compatibles

1. Insert a DOS disk (2.0 or higher) into disk drive A and close the drive door.
2. Turn on your computer and monitor.
3. When the A> appears, remove the DOS disk, insert the program disk, and close the door.
4. Type: CTW and press **RETURN**. The title screen will appear. Loading takes several minutes.

## Commodore 64/128

1. Turn on your disk drive, wait for the red light to go out, insert the program into the disk drive and close the drive door.
2. Turn on your monitor or TV and adjust the volume.
3. NOW TURN ON YOUR COMPUTER.
4. Type: LOAD "CTW",8,1 and press **RETURN**. The title screen will appear. Loading takes several minutes.

## Apple IIe/c/+

1. Insert the program into the disk drive and close the drive door.
2. Turn on your monitor.
3. NOW TURN ON YOUR COMPUTER. The program will self-boot and the title screen will appear.

## Atari 400/800/800XL/1200XL/130XE











1. Insert the program into the disk drive and close the drive door.
2. Turn on your monitor and disk drive.
3. Hold down the **OPTION** key (except on the 400 and 800 models) while turning on your computer and continue to hold down the **OPTION** key until the screen turns blue. The program will self-boot and the title screen will appear.

## To Start Your Game











Press **[1]** to see on-screen instructions. Press **[2]** through **[7]** to select the game you want to play. Then press **[RETURN]**.

## Playing Keys

### IBM C64/128

Press			if the shapes do not match.
Press			if the shape matches, but the color does not match.
Press			if the shape and color match.
Press			to make the shape disappear. Ernie will make a new shape appear and you can try again.
Press			to end your game and return to the Game Menu.

### APPLE ATARI

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Press			if the shape matches, but the color does not match.
Press			if the shape and color match.
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Press			to end your game and return to the Game Menu.

**Note to Apple Users:** If your keyboard does NOT have up and down arrow keys, use **[A]** for the up arrow key and **[Z]** for the down arrow key.

HI TECH  EXPRESSIONS

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